CLAIMS

1. Game software for displaying text data read out
   of a memory on a display as a part of a game image
   so as to proceed with a game, said game software
   comprising:

   said game software having a text data file
   for storing text data to be used in said game image
   every each language;

   said game software being a program through
   which a computer functions as the following means,
   comprising:

   means for storing kind of language to be used,
   for storing data of kind of language to be used in
   a memory, said data corresponding to language to be
   used in a game, selected by a player through input
   means;

   means for producing game image, for reading
   said corresponding text data of said kind of
   language out of said text data file on the basis of
   said kind of language in said data of kind of
   language to be used which is stored in said memory
   so as to display on a game image;

   means for producing and displaying language
   selection picture, for producing a language
   selection picture on which a plurality of selection
   operational images are displayed when inputting an

30

instruction of language selection through said input means and for displaying said picture together with said game image displayed on said display, a plurality of said selection operational images respectively corresponding to said languages selectable in said game and through which selectional operation can be executed by said input means;

means for judging provisionally selected language, for detecting a state of provisional selection of said selection operational image through said input means when displaying said language selection picture by said means for producing and displaying language selection picture;

means for displaying provisionally selected text data, for reading said text data of said language, on which said means for judging provisionally selected language judges provisional selection, out of said text data file, said text data corresponding to said game image displayed with said language selection picture, and for displaying said text data corresponding to said provisionally selected language switched from one of said game image presently displayed; and

means for determining language, for determining said state of provisional selection of

31

said selection operational image through said input means, and for outputting said language, selection of which is determined, to said means for storing kind of language to be used as said data of kind of language to be used.

2. The game software according to claim 1, wherein said game software is said program through which said computer further functions as means for interruption of game proceeding, for controlling in such a way that a proceeding of said game is interrupted keeping said game image being displayed on said display when inputting an instruction of language selection through said input means, and said proceeding of said game is restarted when said means for determining language determines said state of provisional selection of said selection operational picture through said input means and said language, selection of which is determined, is outputted to said means for storing kind of language to be used as said data of kind of language to be used.

3. The game software according to claim 1, wherein said selection operational image of said language selection picture is an icon produced corresponding to said language to be used in said

32

game.

4. The game software according to claim 1, wherein said means for producing and displaying language selection picture has means for computing and determining position to be displayed, for computing and determining a position of said language selection picture to be displayed so that at least a part of said text data displayed in said game image played by a player, can be perceived on said display even after displaying said language selection picture on said display when said means for producing and displaying language selection picture displays said language selection picture together with said game image.

5 Game machine for displaying text data read out of a memory on a display as a part of a game image so as to proceed with a game, said game machine comprising:

said game machine having a text data file for storing text data to be used in said game image every each language;

said game machine having the following means, comprising:

means for storing kind of language to be used, for storing data of kind of language to be used in

a memory, said data corresponding to language to be used in a game, selected by a player through input means;

means for producing game image, for reading said corresponding text data of said kind of language out of said text data file on the basis of said kind of language in said data of kind of language to be used which is stored in said memory so as to display on a game image;

means for producing and displaying language selection picture, for producing a language selection picture on which a plurality of selection operational images are displayed when inputting an instruction of language selection through said input means and for displaying said picture together with said game image displayed on said display, a plurality of said selection operational images respectively corresponding to said languages selectable in said game and through which selectional operation can be executed by said input means;

means for judging provisionally selected language, for detecting a state of provisional selection of said selection operational image through said input means when displaying said language selection picture by said means for producing and displaying language selection

34

picture;

means for displaying provisionally selected text data, for reading said text data of said language, on which said means for judging provisionally selected language judges provisional selection, out of said text data file, said text data corresponding to said game image displayed with said language selection picture, and for displaying said text data corresponding to said provisionally selected language switched from one of said game image presently displayed; and

means for determining language, for determining said state of provisional selection of said selection operational image through said input means, and for outputting said language, selection of which is determined, to said means for storing kind of language to be used as said data of kind of language to be used.